

# DDEP10-01

## ADMINISTRATIVE GUIDANCE

This Epic consists of three parts preceded by a Call to Action. Each part has a strict time limit with a hard stop until it's time for the whole group to move forward. Be sure to keep a close eye on time and ensure your DMs do the same. This chart should help:

Start Time	After Call to Action
Proceed to Part 2	+60 minutes
Proceed to Part 3	+45 minutes
Update 1	+15 minutes
Update 2	+15 minutes
Update 3	+15 minutes
Update 4	+15 minutes
Proceed to Wrap-Up	+15 minutes

There's a read-aloud portion at the beginning of each section to update the players as the action moves along. The administrator reads these box text sections, as well as encourages DMs to start their timers for that section.

### PART 1—UNDEFENDED TOWN

After reading the boxed text for part 1, the administrator calls the party captains up for a meeting. During this time, each captain declares which town their party is assisting.

It's possible a town may not receive a defender. If there are four or more tables, the administrator should kindly advise (wearing the mask of Imdra) that each town should receive the help of at least one heroic party. If the gathered players still refuse, that town should be marked as an automatic failure, and players lose the benefit that fortifying the town or gaining their allies would provide.

### SCORING PART 1

To fortify a town, each table attempts to accumulate successful group checks, to a maximum of three successes. These successes are totaled and compared to the target number to see if the town is fortified during the Epic.

To determine how many successes are required to fortify each town, the administrator should record the total number of tables helping that town, then multiply that number by 2.

Finally, using the completed handouts each group turned in at the end of part 1, the administrator should total successes and record those in the given column. Successes that match or exceed those required are counted as a successful fortification of that town, which may have effects during the Epic's final combat. Success or failure should be noted in the scoring section for part 3.

### ADMINISTRATOR TIP—TABLE AID

If the administrator notices a table has wrapped up their section early and looks bored, the administrator may decide to keep the action going for players at that table by granting each player the chance to help another table of heroes. The player could move to another table, their character offering an Attack action, the use of a consumable item such as a potion, or casting a single-action spell as a "heroic cameo appearance."

Before assisting, these players should ask the table if they need help, and the player should move on if the table says they don't need the aid. After helping once in this way (and giving high fives and kind words to the table they visited), the player should return to their own table and await further instructions.

### SCORING PART 2

To gain allies from a town, each table attempts to convince a nearby community to lend their assistance. Each table could potentially gain a success or failure in doing this. The successes gained are totaled and compared to the target number to see if the town lend aid during this Epic.

First, the administrator should record the number of successes required for secure allies. This is equal to the number of tables at that town (see "Scoring Part 1") divided by two, rounding up.

At the end of part 2, player captains report to the administrator whether they successfully gathered allies from their town. Once part 2 is over, these successes should be totaled by town.

If the number of successes meets or exceeds those required, the town is convinced to summon their allies to assist. This may have effects during the Epic's final combat. Success or failure should be noted in the scoring section for part 3.

### PART 3—ANNOUNCEMENTS

After reading the boxed text to begin part 3 and before DMs begin the final combat, the administrator should announce by town if they were successfully fortified and if allies were gained. The players should record any benefits they receive for successes, as given on the Scoring table, below.

After each 15-minute period, the administrator should pause the fight to announce whether the gathered players gain the easier or harder wave added to the fight, as listed in **appendix A: Reinforcement Table**. This is a great opportunity for colorful (but brief) description, particularly for success. DMs will roll initiative for the monsters and add them into the turn order at the start of the next round.

At each 15-minute announcement, the administrator also calls for 4–5 volunteers to move to a special table to complete a final stand encounter for that town. No more than one person should go from a single table, and a single person shouldn't go multiple times. This mechanic doesn't apply for runs with fewer than four tables. Space is provided on the scoring sheet to mark off which towns have completed their final stand battle.

## WANDERING MONSTER

During the final hour of **part 3, Tolvmeter**, the verbeeg marauder, wanders from table to table, staying for a single round of combat at each table until their hit points are reduced to 0. Their stat blocks and combat information can be found in **admin appendix A: Wandering Monster**.

## THREE TABLES OR LESS?

If you're running this adventure for one to three tables, the following modifications are suggested:

- Each town that isn't visited automatically counts as a success for parts 1 and 2.
- The Wandering Monster visits each table only once. If only one table is running this adventure, the DM takes the role of running Tolvmeter, the verbeeg marauder. Tolvmeter leaves combat entirely after one round.
- Special tables shouldn't be used.

## RUNNING THIS ONLINE?

An automated scoring and timekeeping sheet are available. You can save a copy of this sheet or paste it into Excel:

[bit.ly/DDEP10-01scoring](http://bit.ly/DDEP10-01scoring)

## SCORING

Part 1—Fortified?	# Tables at Town	Total Successes Required to Fortify	Total Successes Scored to Fortify
Caer-Dineval	_____ *2 =	_____	_____
Caer-Konig	_____ *2 =	_____	_____
Dougan's Hole	_____ *2 =	_____	_____
Good Mead	_____ *2 =	_____	_____

Part 1—Fortified?	# Tables at Town	Total Successes Required to Gain Ally	Total Successes Made to Gain Ally	Quota Met?	Ally Gained
Caer-Dineval	_____ /2 =	_____	_____	Yes / No	Barbarians
Caer-Konig	_____ /2 =	_____	_____	Yes / No	Goliaths
Dougan's Hole	_____ /2 =	_____	_____	Yes / No	Water Elementals
Good Mead	_____ /2 =	_____	_____	Yes / No	Chwingas

Part 3: Battle Defended	Fortified? (Part 1)	Defended? (Special Tables)	Benefit Gained If the Town Is Fortified, Lost If It Isn't Defended
Caer-Dineval	Yes / No	Yes / No	Each hero has advantage on attacks during the first round of combat and when enemies are added to a wave.
Caer-Konig	Yes / No	Yes / No	Each hero is gifted with use of the Lucky feat for this fight only. This stacks for characters already possessing the Lucky feat.
Dougan's Hole	Yes / No	Yes / No	Each hero has advantage on saving throws against environmental effects.
Good Mead	Yes / No	Yes / No	Each hero is given two potions of healing for use during the fight.



# ADMIN APPENDIX A: WANDERING MONSTER

## PLAYING A GREAT WANDERING MONSTER

The role of a wandering monster is fun and rewarding for an Epic administrator. Your visit can add a wonderful flavor to your event. Please consider the following tips on running a wandering monster with panache.

**Make Your Visit Memorable.** Take the physical posture of your monster. Speak in their voice, as you best envision it. Consider adding a few cosplay items, if not an entire cosplay, to round out your presentation.

**Be Descriptive.** Instead of attacking with a spear, drive it toward a hero's chest. Instead of moving, bound across the battlefield.

**Don't Just Attack Every Time.** You have a huge range of actions available to you. Instead of a spear attack, consider breaking something. It may be more fun for players if you instead grapple a hero in one hand before slamming them into another adventurer—or into the ground. Make whatever you do novel, unbelievably cool, and descriptive. Your players will thank you for it.

### TOLVMETER (TOLE-MEE-TUR)

*Neutral evil verbeeg marauder*

Ever an enterprising giant, Tolvmeter joined the army of awakened beasts as a lieutenant to their leader Fortararavkott. Their arrangement allows the beasts to eat their fill, while Tolvmeter can loot valuables for which the animals have no use. Thus far, it's been a very profitable arrangement for the verbeeg.

**What They Want.** Tolvmeter is motivated by simple greed. He wants to loot as many valuables from the decimated towns as possible. Being violent is just icing on the cake.

**Opportunistic Looter.** *"This is pretty nice, boss. How much do you figure it's worth?"*

## TOLVMETER

*Large giant, neutral evil*

**Armor Class** 14 (hide armor, shield)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

**Saving Throws** Dex +2, Con +5

**Skills** Animal Handling +2, Athletics +6, Stealth +2

**Senses** passive Perception 10

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

**Simple Weapon Wielder.** A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

### ACTIONS

**Multiattack.** The verbeeg makes two melee attacks.

**Spear. Melee or Ranged Weapon Attack:** +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

**Weighted Net (1/Round).** **Ranged Weapon Attack:** +4 to hit, ranged 20/60 ft., one Large or smaller creature or two Medium or smaller creatures within 5 feet of each other. **Hit:** The targets are restrained until they escape the net. Any creature can use its action to make a DC 15 Strength check to free itself or another creature from the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the targets.

### LEGENDARY ACTIONS

Tolvmeter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tolvmeter regains spent legendary actions when he visits a table.

**Lunge.** Tolvmeter makes one spear attack.

**Wrestle.** Tolvmeter grapples or shoves one creature.

### STAT BLOCK MODIFICATIONS

As this is an Epic event, the following modifications should be made to Tolvmeter:

- Increase Tolvmeter's hit points by 20 for each table playing this adventure.
- When visiting a table with an APL of 1 or 2, halve the damage Tolvmeter deals.

## ADMIN APPENDIX B: SPECIAL TABLE

During part 3, there'll be four opportunities for a small group of brave adventurers to fall back from the main battle and support a final stand at each of the four towns.

When the 15-minute announcements are made, choose 4–5 volunteers to move to this special table (choose no more than one person from any single table and don't send the same person more than once).

An admin is needed to run these short encounters. If running this with less than four tables, this section is cut and success assumed to have happened.

### THE FINAL STAND

As the battle rages on at Easthaven, you've received word that a small group of bestial forces have circled around and are set on attacking one of the other towns. Even with the town's new fortifications, Captain Imdra is concerned and has asked for a special strike team to fall back and engage the enemy.

#### AREA INFORMATION

The following conditions impact this fight:

**Lighting.** The sunlight supernaturally dampened, the area is considered dark. Player characters can see only if they provide light sources.

**Weather.** The snowfall and winds hamper combatants during this encounter. The following weather conditions may be added to the adventure, at the DM's discretion:

- **Extreme Cold.** All players must make a successful DC 10 Constitution saving throw or gain a level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing dry cold weather gear and creatures naturally adapted to the cold environment.
- **Heavy Precipitation.** Due to the heavy snowfall, the area is considered lightly obscured. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

**Creatures.** As the characters near the town in peril, the snowfall makes it difficult to see the creatures, but scouts report that the attacking group consists of one **snowy owlbear** accompanied by one **polar bear**. A fierce group, these creatures target who they perceive as the weakest foe and attempt to rend them limb from limb.

#### ADJUSTING THE SCENE

Use the following guidelines to adjust this encounter; these adjustments aren't cumulative:

- **Very Weak:** Remove one **snowy owlbear**.
- **Weak:** Remove one **polar bear**.
- **Strong:** Replace one **polar bear** with one **snowy owlbear**.
- **Very Strong:** Add one **snowy owlbear** and one **polar bear**.



# ADMIN APPENDIX C: ADJUSTMENTS FOR ONLINE PLAY

Online play of Dungeons & Dragons has been popular for some time. However, with the growth of helpful technologies including teleconferencing software allowing voice and even face-to-face interaction, and the development of virtual tabletops (VTTs), online play of Dungeons & Dragons is hopping online. A player who joins one of several online communities can find games happening 24 hours a day in their neck of the woods—or with players around the globe!

DDEP10-01 *Terror in Ten-Towns* is the first D&D Epic experience written with online play in mind. Certain aspects of the adventure will work well as written, some will not. Adventurers League-legal adjustments will help facilitate play for online groups and conventions.

Do you still have questions? Please reach out to the authors via the comments on DMs Guild. Both authors are experienced in offering Epics during online play and may be able to clarify and revise these guidelines.

## HOW MANY COPIES DO I NEED?

DDEP10-01 *Terror in Ten-Towns* is available on the DMs Guild upon its release, unlike Epics in the past. As such, it should be treated as other non-Epic adventures. Each DM should have a copy of the adventure purchased for them. This can be done by the DMs themselves, or by the admin or convention. Failing to do so breaks the core rules of Adventurers League and could result in invalidation of the event for players, as well as possible discontinuation of Adventurers League support for the convention and its team.

## ADJUSTMENTS

The following sections cover Adventurers League-legal adjustments to the adventure when running it online. These adjustments aren't valid for in-person play.

### BEFORE THE EVENT

The following adjustments are recommended at this time:

- An “Admin Table” should be created in your teleconferencing software allowing DMs (not players) to report their results. Alternately, DMs can deliver their table's results via SMS or email if communicated clearly in advance of the event.
- Ideally, DMs should purchase or be presented their own copy of the Epic two weeks in advance, so they can prepare the adventure in their VTT of choice. Some events limit the VTT DMs can choose, but in our experience, allowing each DM to decide the platform for their table increases accessibility for players.

### CALL TO ACTION

The following adjustments are recommended at this time:

- The admin-read box text should be read by the DM instead.

- The admin team should assign online tables the town they help, rather than allowing each table to decide, dividing them as evenly as possible between the four towns in this section. This will better the odds of success. If these divisions can be made well in advance of your event to help DMs prep in advance, even better.

### PART 1: FORTIFICATIONS AND PROVISIONS

The following adjustments to this part are recommended at this time:

- The admin-read box text should be read by the DM instead.
- Tables shouldn't be allowed to assist other tables, as outlined in this part.
- Results should be reported to the admins by each DM in the manner decided by the team (see “Before the Event” above).

### PART 3: TOOTH AND CLAW

The following adjustments are recommended at this time:

- The admin read box text should be read by the DM instead.
- A copy of the combat map is included as a separate .jpg bundled with the adventure on the DMs Guild, to allow for easier importing to VTTs.
- Rather than narrating the waves of enemies as the combat unfolds, the admin must clearly communicate to the DMs before the start of part 3 whether each wave is favorable or not.
- The use of special tables in **admin appendix B** is ignored. Benefits earned by tables from each town can't be removed during play online.
- Rather than having a roaming admin play the part of Tolvmeter as described in **admin appendix A**, each DM should run the encounter for their table over the course of one round. Damage should be tallied for each table, as well as conditions. Add the combined damage for the table along with 10 points for each condition applied to Tolvmeter, and report that total to the admin team. The table inflicting the most damage earns the victory and the special magic item: a *pole of angling*. Notify the DM of this table to award it at the end of the adventure.
- Results should be reported to the admins by each DM in the manner decided by the team (see “Before the Event” above). Results must be compiled before DMs can start the next section.

### WRAP-UP: AS THE DUST SETTLES

The following adjustments are recommended at this time:

- The boxed text for victory or defeat is read by the DM.